FORM PTO - 1449				ATTORNEY DOCKET NO.: MOK-003						
INFORMATION DISCLOSURD SEATEMENT				APPLICANT(S): Oh et al.						
				SERIAL N	IO.: 10/6	01,842				
	( MI 2 3 MM O ( )				FILING D	ATE: Jur	ne 23, 200	3 GROUI	P: No	t yet assigned
		A18	** - NEE S	PATENT	r docum	ENTS				
EXAM. INIT.		DOCUMENT NUMBER	DATE	NAME			CLASS	SUB CLASS		ING DATE IF
T.F.C.	ΑI	5,469,536	11/21/95	Blank			395	131	5/21	/93
	A2	5,544,291	8/6/96	Gilley et	al.		395	123	11/1	0/93
	A3	5,745,666	4/28/98	Gilley et	al.		395	128	2/21	/96
	A4	5,808,623	9/15/98	Hambur	g		345	433	10/7	7/96
	Λ5	6,134,345	10/17/00	Berman	et al.		382	162	8/28	3/98
	A6	6,134,346	10/17/00	Berman	et al.		382	163	1/16	5/98
	A7	6,147,689	11/14/00	Schiller			345	423	4/7/	98
	A8	6,226,000	5/1/01	Richens	et al.		345	419	9/1	1/96
	A9	6,268,846	7/31/01	Georgie	v .		345	138	6/27	2/98
	A10	6,333,749	12/25/01	Reinhard	dt et al.		345	629	4/17	7/98
	All	6,421,049	7/16/02	Reinhard	it et al.		345	420	5/1	1/98
_	A12	6,434,269	8/13/02	Hambur	g		382	163	4/20	5/99
JF.C.	A13	6,456,297	9/24/02	Wilensky			345	619 5/10/00		)/00
			FORE	IGN PAT	ENT DOC	UMENT	S			
EXAM. INIT.		DOCUMENT NUMBER	DATE	COUNTRY			FILING DATE	ABSTR. ONLY	ACT	ENGLISH LANG (Y/N)
			OTHER A	RT, JOUR	NAL ART	ICLES,	ETC.			
EXAM. INIT.	нто	ER DOCUMENT	S: (Including	Author, T	itle, Date, Re	levant Pag	es, Place o	f Publicat	ion)	
JFC.	CI	Agrawala, M., Beers, A. C., and Levoy, M. 1995. 3d Painting on Scanned Surfaces. In 1995 Symposium on Interactive 3D Graphics, ACM SIGGRAPH, pp. 145-150. ISBN 0-89791-736-7.								
J.F.C.	TFC. C2 ALLIAS. http://www.alias.com, 2006									

J.F.C.	C3	APPLE. http://apple.com/quicktime
	C4	Bertalmio, M., Sapiro, G., Caselles, V., and Ballester, C. 2000. Image Inpainting. In Proceedings of ACM SIGGRAPH 2000, ACM Press / ACM SIGGRAPH / Addison Wesley Longman, Computer Graphics Proceedings, Annual Conference Series, 417–424. ISBN 1-58113- 208-5.
	C5	Blanz, V. and Vetter, T A Morphable Model for the Synthesis Of 3d Faces. Proc. Of SIGGRAPH, 1999.
	C6	Boivin, S., and Gagalowicz, A. 2001. Image-based Rendering of Diffuse, Specular and Glossy Surfaces from a Single Image. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 107-116. ISBN 1-58113-292-1.
	C7	Buehler, C., Bosse, M., McMillan L., Gortler, S.J. and Cohen, M.F. 2001. Unstructured Lumigraph Rendering. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 425–432. ISBN 1-58113-292-1.
	C8	CANOMA. Http://www.canoma.com 9/10/07
	C9	Chen, E. and Williams, L. View Interpolation for Image Synthesis. In Proc. of SIGGRAPH, 1993.
	C10	Chen, E. Quicktime VR - An Image-Based Approach to Virtual Environment Navigation. Proc. of SIGGRAPH, 1995.
	CII	Chen, M. 2001. Interactive Specification and Acquisition of Depth from Single Images. Master's thesis, Massachusetts Institute of Technology.
	C12	Chuang, Y. Y., Curless, B., Salesin, D. H., and Szeliski, R. 2001. A Bayesian Approach to Digital Matting. IEEE Computer Vision and Pattern Recognition.
	C13	Cohen, M. F., Shenchang, E. C., Wallace, J. R., and Greenberg, D. P. 1988. A Progressive Refinement Approach to Fast Radiosity Image Generation. In Computer Graphics (Proceedings of SIGGRAPH 1988), vol. 22, 4, pp. 75-84 (1988).
	C14	Criminisi A., Reid, I., and Zissman, A. 1999. Single View Metrology. International Conference on Computer Vision, pp. 434-442.
	CIS	Debevec, "Light Probe Image Gallery", http://www.debevec.org/probes , 10 9 04.
	C16	Debevec, P. and Malik, J. Recovering High Dynamic Range Radiance Maps from Photographs. Proc. Of SIGGRAPH, 1997.
	C17	Debevec, "The Campanile Movie", SIGGRAPH 97 Electronic Theater (1997).
	C18	Debevec, P. Rendering Synthetic Objects into Real Scenes: Bridging Traditional and Image-based Graphics with Global Illumination and High Dynamic Range Photography. In Proc. Of SIGGRAPH, 1998.
	C19	Debevec, P., Taylor, C., and Malik, J. Modeling and Rendering Architecture from Photographs: A hybrid geometry- and image-based approach. In Proc. of SIGGRAPH 96, 1996.
	C20	Debevec, P.E., Yu, Y., and Borshukuv, G.D. 1988. Efficient View-Dependent Image-Based Rendering with Projective Texture-Mapping. In Eurographics Rendering Workshop 1998, Springer, Wein/Eurographics, Vienna, Austria, pp. 105-116 ISBN 3-211-8323-0.
	C21	Desbrun, M., Meyer, M., Schr "Oder, P., and Barr, A. H. 2000. Anisotropic Feature-Preserving Denoising of Height Fields and Bivariate Data. In Graphics Interface, pp. 145-152. ISBN 1-55860-632-7.
	C22	DISCREET. http://www.discreet.com. 2007.
YFC.	C23	Drettakis, G., Robert, L., and Bougnouz, S. Interactive Common Illumination for Computer Augmented Reality. Eurographics Rendering Workshop, 1997.

112 pages

タた.	C24	Drettakis, G., and Sillion, F. X. 1997. Interactive Update of Global Illumination Using a Line- Space Hierarchy. In Proceedings of SIGGRAPH 1997, ACM SIGGRAPH / Addison Wesley, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series. ISBN 0-89791- 896-7.
	C25	Durand, F., and Dorsey, J. 2002. Fast Bilateral Filtering for the Display of High-Dynamic-Range Images. In Proceedings of SIGGRAPH 2002, ACM SIGGRAPH / Addison Wesley Longman, Computer Graphics Proceedings, Annual Conference Series, To Be Published.
	C26	Elder, J. and Goldberg, R. Image Editing in the Contour Domain. IEEE Trans. on Pattern Analysis and Machine Intelligence, 23(3), 2001.
·	C27	Faugeras, O., Laveau, S., Robert, L., Csurka, G., and Zeller, C. 3-d reconstruction of Urban Scenes from Image Sequences. In A. Gruen, O. Kuebler, and P. Agouris, editors, Automatic Extraction of Man-Made Objects from Aerial and Space Images. Birkhauser, 1995.
	C28	Fournier, A. Gunawan, A., and Romanzin, C. Common Illumination between Real and Computer Generated Scenes. Graphics Interface, 1993.
	C29	THE GIMP. http://gimp.org 200( - 2007.
	C30	Gleicher, M. 1995. Image Snapping. Proceedings of SIGGRAPH 1995 (August), pp. 183-190. ISBN 0-201-84776-0. Held in Los Angeles, California.
	C31	Gortler, S., Grzeszczuk, R., Szeliski, R. and Cohen, M. The Lumigraph. In Proc. Of SIGGRAPH, 1996
	C32	Guillou, E., Meneveaux, D., Maisel, E. and Bouatouch, K. 2000. Using vanishing points for camera calibration and course 3d reconstruction from a single image. The Visual Computer 16, 7, pp. 396-410 ISSN 0178-2789 (2000).
	C33	Hanrahan, P. and Haeberli, P. Direct WYSIWYG Painting and Texturing on 3d Shapes. Proc. of SIGGRAPH, 1990.
	C34	Heckbert, P. S. 1989. Fundamentals of Texture Mapping and Image Warping. Master's thesis, June 17, 1989.
	C35	Horn, "Height and Gradient from Shading", Massachusetts Institute of Technology (1989).
	C36	Horry, Y., Anjyo, K., and Arai, K. Tour into the Picture: Using a Spidery Mesh Interface to Make Animation from a Single Image. In Proc. of SIGGRAPH 97, 1997.
	C37	The IESNA Lighting Handbook, Reference and Applications, 9th ed. IESNA. 9th ed., I.E.S. of North America (2000).
	C38	Igarashi, T., Matsuoka, S., and Tanaka, H. Teddy: A Sketching Interface for 3D Freeform Design. In Siggraph, Los Angeles, 1999.
	C39	Igehy, H., and Pereira, L. 1997. Image Replacement through Texture Synthesis. In IEEE International Conference on Image Processing.
	C40	ILLUSTRATOR. http://www.adobe.com/products/illustrator, 2007.
	C41	IPIX. http://ipix.com, 2007 -
	C42	ISEE. http://iseemedia.com, Zoo7 -
	C43	Jobson et al., "A Multiscale Retinex for Bridging the Gap Between Color Images and the Human Observation of Scenes", <u>IEEE Transactions on Image Processing</u> , Special Issue on Color Processing (July 1997).
	C44	Kang, S. Depth Painting for Image-based Rendering Applications. Tech. report, CRL, Compaq Cambridge Research Lab, 1998. http://www.research.microsoft.com/Users/sbkang/publications/index.html.
	C45	Lévy, B. and Mallet, J.L. Non-Distorted Texture Mapping for Sheared Triangulated Meshes. In Proc. of SIGGRAPH, 1998.
GFF-	C46	Laveau, S. and Faugeras, O. 3-D Scene Representation as a Collection of Images and Fundamental Matrices. In Proc. of 12th Int. Conf. on Pattern Recognition, volume 1, pages 689–691, 1994.

d s belges

955-	C47	Levoy, M. and Hanrahan, P. Light Field Rendering. In Proc. of SIGGRAPH, 1996.
ķ.	C48	Liebowitz, D., and Zisserman, A. 1998. Metric Rectification for Perspective Images of Planes. In Proceedings of the Conference on Computer Vision and Pattern Recognition, 1998.
	C49	Liebowitz, D., Criminisi, A., and Zisserman, A. 1999. Creating Architectural Models from Images Computer Graphics Forum 18, 3 (September), pp. 39-50. ISSN 1067-7055. 1990. Two-Dimensional Signal and Image Processing. Prentice Hall.
	C50	Liebowitz, D., Criminisi, A., and Zosserman A. Creating Architectural Models from Images. In Proc. of Eurographics, 1999.
	C51	Loscos, C., Drettakis, G., and Robert, L. Interactive Virtual Relighting of Real Scenes. IEEE Trans. on Visualization and Computer Graphics, 6(3), 2000.
	C52	Loscos, C., Frasson, M.C., Drettakis, G., Walter, B., Granier, X., and Poulin, P. Interactive Virtual Relighting and Remodeling of Real Scenes. Eurographics Rendering Workshop, 1999.
	C53	Mallet, J.L. Discrete Smooth Interpolation. ACM Trans. on Graphics, 8(2):121-144, 1989.
	C54	Mark, W. 1999. Post-Rendering 3D Image Warping: Visibility, Reconstruction, and Performance for Depth-Image Warping. PhD thesis, University of North Carolina at Chapel Hill.
	C55	Mark, W., McMillan, L., and Bishop, G. Post-rendering 3D Warping. In ACM Symp. on Interactive 3D Graphics, 1997.
	C56	Matusik, W., Buehler, C., Raskar, R., Gortler, S. J., AND McMillan, L. 2000. Image-Based Visual Hulls. In Proceedings of ACM SIGGRAPH 2000, ACM Press / ACM SIGGRAPH / Addison Wesley Longman, Computer Graphics Proceedings, Annual Conference Series, pp. 369-374. ISBN 1-58113-208-5.
	C57	McMillan, L. 1995. A List-Priority Rendering Algorithm for Redisplaying Projected Surfaces. Tech. Rep. TR95-005, 14,.
	C58	McMillan, L. and Bishop, G. Plenoptic Modeling: An Image-Based Rendering System. In Proc. of SIGGRAPH, 1995.
	C59	McMillan, L An Image-Based Approach to Three-Dimensional Computer Graphics. PhD thesis, U. of North Carolina, Chapel Hill, 1997.
	C60	Mortensen, E. N., and Barrett, W. A. 1995. Interactive Segmentation with Intelligent Scissors. In Proceedings of SIGGRAPH 1995, ACM SIGGRAPH / Addison Wesley, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series, pp. 191–198. ISBN 0-201-84776-0.
	C61	Nayar, S. K. and Bolle, R. M. Computing Reflectance ratios from an Image. Pattern recognition, 7, 1993.
	C62	Oh, B. M., Chen, M., Dorsey, J., and Durand, F. 2001. Image-Based Modeling and Photo Editing. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 433–442. ISBN 1-58113-292-1.
	C63	Perona, P. and Malik, J. Scale-Space and Edge Detection Using Anisotropic Diffusion. IEEE Trans. on Pattern Analysis and Machine Intelligence, 12(7):629-639, July 1990.
	C64	PHANTOM. http://sensable.com/products/phantom_ghost/phantom.asp , 2 0 0 7.
	C65	PHOTOMODELER. http://photomodeler.com, 2 se ? -
	C66	PHOTOSHOP. http://adobe.com/products/photoshop/main.html, 2007
	C67	PIXOLOGIC. http://www.pixologic.com.
	C68	Porter, T., and Duff, T. 1984. Compositing Digital Images. In Computer Graphics (Proceedings of SIGGRAPH 1984), vol. 18, pp. 253-259.
<u> </u>	C69	Poulin, P., Quimet, M., and Frasson, M.C. Interactively Modeling with Photogrammetry. In Eurographics Workshop on Rendering, 1998.
9.FG.	C70	Poulin, P., Ratib, K., and Jacques, M. Sketching Shadows and Highlights to Position Lights. In Proc. of Computer Graphics International 97, 1997.

277 0005

sul reges

DEC.	C71	Press, W., Teukolsky, S., Vetterling, W. and Flannery, B. 1992. Numerical Recipes, 2 <sup>nd</sup> ed. Cambridge University Press, pp. 393, 683-688, 825 (1992).
	C72	Pulli, K., Cohen, M., Duchamp, T., Hoppe, H., Shapiro, L., and Stuetzle, W. 1997. View-based Rendering: Visualizing Real Objects from Scanned Range and Color Data. In Rendering Techniques 1997 (Proceedings of the Eighth Eurographics Workshop on Rendering), Springer Wien, New York, NY, J. Dorsey and P. Slusallek, Eds
	C73	Rangaswamy, S. 1998. Interactive Editing Tools for Image-Based Rendering Systems. Master's thesis, Massachuesetts Institute of Technology.
	C74	REALVIZ. Image modeler. http://realviz.com, Zoo 7.
	C75	RIGHTHEMISHPERE. http://righthemisphere.com, 2-+7.
	C76	Roxio. http://www.roxio.com/en/products/enterprise_solutions/photosuite/features.jhtml , 2007.
	C77	Ruzon, M. A., and Tomasi, C. 2000. Alpha Estimation in Natural Images. IEEE Computer Vision and Pattern Recognition.
	C78	Segal, M., Korobkin, C., van Widenfelt, R., Foran, J. and Haeberli, P. Fast Shadows and Lighting Effects Using Texture Mapping. Proc. of SIGGRAPH, 1992.
	C79	Seitz, S. and Kutulakos, K. Plenoptic Image Editing. In Proc. 5th Int. Conf.on Computer Vision, 1998.1
	C80	Seitz, S. M., and Dyer, C. R. 1997. Photorealistic Scene Reconstruction by Voxel Coloring, Journal of Computer Vision, 35,2, pp. 1-32 (1999).
	C81	Semple et al., "Algebraic Projective Geometry", Oxford at the Clarendon Press (1952).
	C82	Sethian, J. A. 1999. Level Set Methods and Fast Marching Methods. Cambridge University Press, Cambridge, UK.
	C83	Shade, J., Gortler, S., He, L., and Szeliski, R. Layered Depth Images. In Proc. of SIGGRAPH, 1998.
	C84	Sillion, F. and Drettakis, G. Feature-based Control of Visibility Error: A Multi-resolution Clustering Algorithm for Global Illumination. In Proc. SIGGRAPH, 1995.
	C85	Taylor, C., and Kriegman, D. 1992. Structure and Motion from Line Segments in Multiple Images
	C86	Technical Academy Award 1998. http://alvyray.com/awards/awardsmain.htm
	C87	Tolba, O. 2001. A Projective Approach to Computer-Aided Drawing. PhD thesis, Massachusetts Institute of Technology.
	C88	Tolba, O., Dorsey, J., and McMillan, L. 2001. A Projective Drawing System. In 2001 ACM Symposium on Interactive 3D Graphics, pp. 25–34. ISBN 1-58113-292-1.
	C89	Tomasi, C., and Manduchi. R. Bilateral Filtering for Gray and Color Images. In IEEE Int. Conf. on Computer Vision, 1998.
	C90	Tumblin, J., and Turk, G. 1999. LCIS: A Boundary Hierarchy for Detail-Preserving Contrast Reduction. In Proceedings of SIGGRAPH 1999, ACM SIGGRAPH / Addison Wesley Longman, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series, pp. 83-90. ISBN 0-20148-560-5.
	Ç91	Wang, J. Y. A. and Adelson, E. H. Representing Moving Images with Layers. IEEE Trans. on Image Processing, 3(5):625-638, 1994.
	C92	Ward, "The RADIANCE Lighting Simulation and Rendering System", Proceedings of SIGGRAPH 1994, ACM SIGGRAPH/ACM Press, Orlando, Florida, Computer Graphics Proceedings, Annual Conference Series, 459-472. ISBN 0-089791-667-0 (1994).
GF.C.	C93	Ward, "Measuring and Modeling Anisotropic Reflection", Computer Graphics, 26, 2, pp. 265-272 (July 1992).

Olpases

96 00,000

gF.C-	C94	Ward, "Real Pixels", <u>Graphics Gems II</u> , Academic Press, (1991).	, Boston, pp. 80-83. ISBN 0-12-064481-9	
	C95	Williams, L. Image jets, level sets and silhouettes. Work Renderingt, http://www.graphics.stanford.edu/workshops		
	C96 Williams, L., 3d paint. In 1990 Symposium on Interactive 3D Graphics, vol. 24, pp. 225-2			
	C97 Yang et al., "Synthetic Aperture Camera Array", http://graphics.lcs.mit.edu/~jcang/cameraarray/cameraarry.htm, 2000			
	C98	Yu, Y., and Malik, J. 1998. Recovering photometric properties of architectural scenes from photographs. In Proceedings of SIGGRAPH 1998, ACM SIGGRAPH / Addison Wesley, Orlando, Florida, Computer Graphics Proceedings, Annual Conference Series, pp. 207–218. ISBN 0-89791-999-8.		
	C99	Yu, Y., Devevec, P., Malik, J., and Hawkins, T. Inverse Global Illumination: Recovering Reflectance Models of Real Scenes from Photographs. Proc. of SIGGRAPH, 1999.		
V	C100	Zhang, H. 1999. A derivation of image-based rendering for conventional three-dimensional graphics. Journal of Graphics Tools 4, 2, pp. 27–36. ISSN 1086-7651.		
سوسجاتي	C101	Zhang, L., Dugas-Phocion, G., Samson, JS., and Seitz, S. 2001. Single View Modeling of Free- Form scenes. IEEE Computer Vision and Pattern Recognition.		
EXAMIN	ER 🏒	J.F. Cunning Land DATE CONSIL	DERED 3/21/06	

2690623